COLONEL'S BEQUEST™

A Laura Bow Murder Mystery

HINT BOOK

by

Roberta Williams

Introduction

Welcome to *THE COLONEL'S BEQUEST,* a "Laura Bow Murder Mystery."

The hero, or should I say, heroine of the story is Laura Bow, a young college student majoring in journalism at Tulane University in New Orleans. Having been invited to spend a "family reunion" weekend at the isolated bayou estate of a friend's rich uncle, she is suddenly and innocently caught up in a terrible series of murders beginning that first night.

While endeavoring to keep herself from becoming a victim of some maniacal killer, Laura, being a courageous, intuitive, and very curious girl, searches out clues, asks questions of remaining guests, and keeps her eyes open for any or all unusual happenings in an attempt to determine who might be doing these terrible deeds. Can Laura not only find the killer but possibly apprehend him or her? Is there more to the estate than meets the eye? Is escape possible? Can she not only stop the murderer but save lives as well? Could the Colonel's will have anything to do with the murders? Well...these are indeed awesome questions. So put on your detective hat and supply the help and encouragement that Laura will need to determine the answers!

The whole story of *THE COLONEL'S BEQUEST* occurs in one long night, but it is NOT a timed game. Therefore, feel no rush to solve it. It has the feel of a play and is actually divided up into eight separate "acts." The acts will proceed according to what you DO and will not only help to determine your progress, but will move the story along as well. Be very observant, look for clues, and save your game OFTEN. Once you've got the hang of it you'll find that being a "sleuth" can be fun and rewarding!

Upon playing the game you will quickly notice that *THE COLONEL'S BEQUEST* does not have a score system. There are no "points" you can earn. There is no "maximum score." It was felt that a score system would detract from the story and make *THE COLONEL'S BEQUEST* look too "game-like." We wanted the player to concentrate on the STORY rather than on winning POINTS. So...without a score system, how would a player's progress be gauged? That question had us stumped for awhile, too. The answer is in two parts: First, moving on to a new "act" will help to determine your progress, and, second, the game will review what you KNOW and what you DON'T KNOW at the end of the game, and if you wish, supply "hints" to steer you in

the right direction upon re-play of the game. The game will then "rank" you as to your detecting skills.

To play an adventure game is to enter a fantasy world where YOU are the hero or heroine. You will be Laura Bow. You will guide her. You will think for her. Unfortunately if you are not careful, you will die with her. As Laura, throughout the game, you will encounter obstacles and puzzles designed to thwart you. Many times you may feel that all you need is a little hint in the right direction to get going again. Other times a puzzle may have you so confounded that you require the answer! Hopefully, if you're stumped, this hint book will put you back on track again.

How to use a hint book

If you feel you're stuck, look for a question that most resembles your problem. The hints usually progress, from top to bottom, from a mere hint or "nudge" to an outright answer to the problem. To uncover an answer to a question, simply place the see-through red "adventure window" over the first box. Seemingly by magic the answer will appear! I feel it's best to solve adventure games without looking at too many answers. At first, try to get by on just a small hint. ONLY if you're REALLY stumped should you go for the answer.

How NOT to use a hint book

I have NOT created this book with the intention that you should sit down and read it through before playing the game. Rather, the opposite is true. I would feel most proud to have you use this book as little as possible. That would show great integrity and perseverance on your part. If you must have help, read only those hints pertaining to your particular problem. To be a bit sneaky, though, I've included some fake hints to throw you off the path. If you see a question regarding an heirloom brooch, don't necessarily assume that an heirloom brooch even exists in this game!

If you've finished *THE COLONEL'S BEQUEST*

If you've "won" the game but did not make the rank of "Super Sleuth," I'm sure that we can entice you to play again to better your rank. If you did not make "Super Sleuth," there are things you did not do or see. Start the game over from the

beginning. Be more observant. Try to "get" everything you can. In some situations, try doing things differently than you did before.

I've included a section toward the end of this book called "After the End of the Game." Do NOT read this section unless you feel you've tried everything and cannot seem to obtain the rank of "Super Sleuth." This section will tell you which items you might not have gotten, things you might not have done or seen, or alternate ways of doing things. Again, do NOT treat this section lightly. To see it too soon could ruin the game for you.

If you have enjoyed this game, I'm sure that you will like our other animated adventure games: *King's Quest I, II, III, and IV; Space Quest I, II, and III; Police Quest I and II; Leisure Suit Larry I, II, and III; Manhunter I and II; Hero's Quest I; Codename: ICEMAN; Conquest Of Camelot; The Black Cauldron; Gold Rush*; and last but not least, *Mixed-up Mother Goose* for the little ones.

Good luck on your adventure, and I truly hope you enjoy *THE COLONEL'S BEQUEST!*

Roberta Williams

General Questions

All I do is wander around! There must be more to an adventure game than this?!

Yes, there is. You're not OBSERVING what's around you. "Look" at everything, especially something that catches your eye or looks unusual or conspicuous. Look under things, or on top of things; try to "talk" to other characters. USE the exploration process to your advantage.

This is the time to explore and map your world. Imagine that you are Christopher Columbus and are discovering the New World for the first time. Columbus didn't know his way around; he had to map his way as he went and OBSERVE what was going on around him. YOU are like Christopher Columbus. Adapt your thinking to the land you are currently exploring. What WOULD you do if you were really here?

This game is too fast! This game is too slow!

Most of Sierra's animated adventure games have the capability to speed up or slow down. Look at the menus and choose "Speed." The "Speed" option will help you set a comfortable traveling speed. However, sometimes it is helpful to be able to "slow down" or "speed up" in some game situations.

How do I "see" the items I'm carrying?

By pressing the "Tab Key" you can see a list of the items you are carrying. You can "look" at the item by either choosing it from the inventory screen, or by typing in "look at the (item)." If you're not clear on how to view an item from the inventory screen, check your *THE COLONEL'S BEQUEST* manual for directions.

How do I "drop" items?

Once you acquire an object, it's not necessary to drop or let go of it; you never know when you may need it. However, items may go away as you use them up, or give them away.

Am I the only one who keeps failing in my goal? I'm tired of starting all over again from the beginning of the game. What am I doing wrong?

One mistake people make all the time is to not SAVE THEIR GAMES! That is the first lesson to learn. Save your game OFTEN!

What some people call a "failure" others call a "learning experience." How can you learn unless you sometimes "fail?" Use your mistakes to your advantage. Learn from them. You cannot always know what will work or not work unless you take risks.

Before going into a questionable situation, SAVE YOUR GAME! In fact, it doesn't hurt to save your game periodically as you never know when something unexpected may happen. While playing an adventure game, you NEED to sometimes "fail." Your mistakes are what help you to learn and advance in the game. Fortunately for you, you have the option of saving your game before making mistakes. Use this option - OFTEN!

Where does Laura put all that stuff she's carrying?

The same place Bruce Wayne puts his clothes when he changes into Batman!

Characters in the Game

Colonel Henri Dijon

Old, frail, southern Colonel. Due to an old old war injury is confined to a wheelchair. Eccentric and distrustful of people, he prefers to live a life of seclusion on an isolated bayou island.

Ethel Prune

The Colonel's younger sister and Lillian's mother. Besides being whiny and whimpery she drinks way too much. Has never been a good mother to Lillian and won't do much to help herself.

Lillian Prune

Laura's college buddy. Ethel is her mother and the Colonel is her uncle. Rebellious, she dresses like a flapper, smokes, drinks, and dates several young men. She is also a very insecure, unhappy girl.

Gertrude Dijon

Gertie is the widow of the Colonel's younger brother. She's money-grubbing, snobbish, and bossy, and has an annoying habit of playing with her many strands of pearls. Her two grown children are Gloria and Rudy.

Gloria Swansong

An aspiring Hollywood actress, Gloria is a glamorous platinum blonde. She loves the Hollywood lifestyle, money, jewels, and rich boyfriends. Gloria is the Colonel's other niece.

Rudolph Dijon

Gertie's son, Gloria's brother, and the Colonel's nephew. Having never worked an honest day in his life, Rudy is a worthless gambler and womanizer.

Clarence Sparrow

The Colonel's sneaky attorney. He manages all of the Colonel's business affairs and accounts using highly questionable business practices.

Dr. Wilbur C. Feels

The Colonel's long-time personal physician, Dr. Feels is really more of a lecherous old quack than a reputable doctor. It's rumored that he may sample his own "wares" from time to time.

Jeeves

The Colonel's butler. Besides being a very imposing and solemn man, Jeeves is not very friendly or helpful. In fact, it's very hard to determine exactly WHAT Jeeves might be up to!

Fifi

The Colonel's sexy French maid. Fifi is a delightfully friendly and vivacious young woman...though, perhaps a bit TOO friendly! What ARE Fifi's primary duties, anyway?

Celie

The Colonel's black cook. An older, overweight woman, Celie has worked for the Colonel since he bought the old plantation twenty years before. It is rumored that she dabbles in voodoo.

Beauregard, Blaze, and Polly

Not liking people much, the Colonel has turned his affections toward animals. He has his faithful dog, Beauregard, an old bloodhound; his trusty horse, Blaze; and for "conversation," his parrot, Polly.

General Exploration in the Mansion

I found a skeleton in the closet! Eeeeéeek!!

Is there a skeleton in a closet? I don't remember there being one!

There IS a skeleton, and there IS a closet, but I don't think they are together.

I like the idea of a skeleton in a closet, though. I'll have to remember that for the next "Laura Bow Murder Mystery."

I think you have probably caught on by now that this is a trick question. There is no skeleton in a closet.

Just because a question has a lot of answers doesn't necessarily mean it's a real question. It can STILL be phony.

Why are you still READING this?! You're not supposed to be indiscriminately reading answers! You might as well just sit down and read the whole book before playing the game. I'm not going to make this easy for you, though. You won't know which are the REAL answers and which are the FAKE ones. Even a long answer like this could well be a fake. Therefore, get back to the game and quit reading the answers!

The crystal chandelier keeps falling on me!

Don't walk UNDER it, silly!

I want to go into the elevator but the Colonel won't let me!

The Colonel won't let you enter his elevator when he knows you're in his room.

The Colonel can only know that you're in his room when HE'S in his room.

Therefore, the Colonel must not ALWAYS be in his room.

Keep going back to the Colonel's room throughout the game. You will discover that sometimes he's there, and sometimes he's not.

Okay, I finally managed to enter the elevator. I think it can go up to the attic. How do I get it to go there?

You're right. It WILL go up to the attic. There is something you need in order to do that.

You need a KEY to be able to take the elevator up to the attic.

There is a key in the Colonel's room. This key enables the elevator to go up to the attic.

The key to the elevator is hidden in the barrel of the miniature cannon on the Colonel's fireplace mantel. This key enables the elevator to go up to the attic.

I discovered a chute! Where does it go? Can I go down it safely?

NO! You cannot go down it safely...EVER!

There is never a way you can go DOWN it safely. However, there is a way that you can eventually get to the bottom of it!

The chute ends up in the basement below the house. By finding your way to the basement, you can find the bottom of the chute.

I want to take the doctor's bag. How can I do that?

It's not your bag (no pun intended).

There is no reason for you to take the doctor's bag. It is only there for you to NOTICE. There are many things to notice in this game and not necessarily take.

I found a tortoise shell comb! What do I do with it? Should I wear it in my hair?

Sure, if you want to!

On the other hand, I don't think that's possible.

It's not possible because there is NO tortoise shell comb in this game. Gotcha!

I know there is an attic as I can sort of see it behind a locked door on the third level. How can I go there?

There are actually TWO ways to get into the attic. One way is starting from the third act, but the other way you can't do until the eighth act.

The elevator will take you up to the attic starting from the third act. In the eighth act, you can find a skeleton key that will unlock the attic door.

You need to find a KEY in the miniature cannon on the Colonel's fireplace mantel. (However, you can't get this key until the Colonel leaves his room in the second act.) This key will enable the elevator to go up to the attic. In the eighth act, you can find a skeleton key on a dead body that will unlock the attic door.

I suspect there is at least one secret passage or room, in this house. Am I right?

Right, you are! There is at least one...maybe more!

Actually, there are FOUR secret passages in the house.

Oh! You want to know where they are?! Well, I'm not going to tell you THAT! Oh...okay. Read on.

The entrances to the secret rooms are to be found in the upstairs and downstairs hallways.

Notice the grandfather clock in the downstairs hallway? Don't "open" it; "push" or "move" it. The whole clock will open to reveal a hidden room. The same with the mirror on the opposite wall.

Notice the armoire in the upstairs hallway? Don't "open" it; "push" or "move" it. The whole armoire will open to reveal a hidden room. The same with the armoire against the opposite wall. USE these rooms to spy on the other characters and to exit into other rooms more quickly.

I've noticed several large pictures on the walls in various rooms. Is there anything special with them?

There is something QUITE special with them! Have you noticed anything unusual with the eyes?

Don't you think the eyes have a hollow look to them? Maybe they ARE hollow!

The eyes in the pictures are hollowed out. They're excellent for spying.

I discovered some weapons in the study. I would like to arm myself. How can I do that?

Arming yourself won't do any good. Just be careful.

You don't need any weapons to arm yourself with.

The only time you will need a weapon is at the very end of the game. At that time a weapon will become available to you.

What can I do with the globe in the study?

Nothing. It's just a globe.

There's nothing you can do with the globe. It's just part of the scenery.

What can I do with the dog? He just lies there!

Yep. That's what he does best! There is only ONE time when you would be interested in doing something with the dog.

Starting from the third act and going on through the fifth act you can entice Beauregard out of his doghouse with a bone. While he's out of the doghouse, look inside it. You will find something.

You can find a bone in the icebox. Give it to Beauregard anytime between the third act and the fifth act. He will come out of the doghouse to get the bone. At that time, look inside the doghouse and discover something he has found.

I think there's something special with the player piano but I can't find anything!

You're wrong. There's nothing special with the piano except that it plays some mighty fine music!

The piano plays music. That's it. It's just part of the scenery.

I want to play billiards! How can I do this?

If you read the message the game gave you, it said that you don't know HOW to play billiards. Take the game's word for it.

You don't know HOW to play billiards. There's no reason for you to play billiards. You can't play billiards. Period.

I try to "talk" to the parrot but all he does is either "squawk" at me or ask for crackers! Would crackers help?

You bet! If you can find some crackers the parrot might be more talkative!

There IS a place where you can find crackers. For the price of one, the parrot may give you a nice tidbit of information.

You can find seven crackers in Jeeves' room in the cellar. (You can't enter Jeeves' room until the second act, though.) Give a cracker to the parrot. He will tell you something you might find interesting. Don't get overanxious, however! If you give him more than one cracker per act, you will waste them!

I see a mirror hanging on the wall in the downstairs hallway. Is there anything special with it?

As a matter of fact, there IS something special with the mirror!

Don't just look in the mirror; "push" on it! It's a revolving mirror!

By "pushing" or "moving" the mirror you can turn it around and discover a secret room hidden behind it!

I found an empty closet. Is it always empty?

No, not always!

Most of the time it's empty. However, someone you may not want to find could be found in it!

Sometimes the murderer could be hiding there!

How can I "open" or "close" the murphy bed?

You can do that later in the game.

Later in the game the doctor's bag will be missing. At that time you could raise or lower the bed.

I finally got into the attic but I don't see anything interesting. What gives?

Did you see the stack of newspapers? Did you see the old trunk?

There is a stack of newspapers. In one newspaper you can read an interesting article.

You can find the Colonel's old army clothes in a trunk. On subsequent visits to the attic, the clothes may disappear...reappear...have blood or mud on them!

Is there anything else besides old army clothes in the attic trunk?

That's all there is.

Keep coming back to the attic. You will notice that sometimes the clothes are there, and sometimes they're not. That might indicate to you that someone could be disguising themselves in the clothes!

How can I play a record on the Victrola?

You can't. It's not your Victrola OR your records!

Don't worry about playing the Victrola. It's just there for atmosphere and scenery.

Can I EVER look into any of the suitcases besides my own?

Eventually you can.

There is ONE suitcase besides your own that you can "open" and find something interesting. But not until later in the game.

Not until the seventh act can you "open" someone else's suitcase.

In the seventh act you can "open" Lillian's suitcase. You can find her diary there. You will find the diary very informative.

How can I unlock the music box?

What music box are you referring to?

Let me check my design document here...hmmmmmmmm...nope. No music box!

That's right! You were just done in by another phony question!

When are you EVER going to learn! Quit reading questions without purpose!

I can't seem to do anything with the suit of armor because it's so rusted!

It's rusted, is it? Think of the tin man in the Wizard of Oz.

Maybe there's an oilcan somewhere!

Why, as a matter of fact, there is! There is an oilcan in the carriage house. Use the oilcan to "oil" the suit of armor.

I want to take the battle axe from the suit of armor. How can I do that?

You can't.

You don't need the battle axe. In fact, TRYING to take the battle axe could get you killed!

Leave the battle axe alone! All you're interested in with the suit of armor is the visor. Look in the visor (after "oiling" it). You will find something interesting.

I think there's something more to the grandfather clock than telling time!

Actually, the grandfather clock serves a triple service.

It lets you know what time it is.

It lets you know when you have done something to trigger events in the current act, and it signals the end of one act and the beginning of another.

The whole clock opens up to reveal a hidden room behind it!

I got killed when I took a shower!

Let that be a lesson to you! Don't EVER take a shower in a murder mystery!

Are there any books I can take, or read, in the library?

Only one, and it's not actually a book; it's a magazine.

Not until the third act can you "read" the magazine that Wilbur was reading. You can't take it with you, though.

General Exploration Outside or in the Outbuildings

An alligator ate me!

Oh, no! That's too bad!

Don't go near the swamp! There's nothing there for you.

I want to escape from this island! How can I do that?

You can't. At least not until the end of the game.

There is NO escape from this island! If you can survive the long night and bring the killer to justice, you can leave the next day.

I noticed a well. Is there anything down there?

At some point there might be.

Nothing you would WANT, though!

You might find a dead body down the well at some point.

I looked around in the old carriage house but couldn't find anything.

Did you look carefully enough?

Did you look in the old carriage? You might find something there.

You can find a crowbar in the old carriage.

You can also find the oilcan on the table.

I've seen several statues around the property. Are any of them significant?

One of them is.

The statue in the hedge garden is.

Walk closer and look carefully at the base of the statue.

Go to the front of the statue and type "look statue." Attach the valve handle (which you can get from inside the visor of the armor) to the shaft. Turn the handle. This will unlock the statue which will then be able to turn, also.

What's with the gazebo? There doesn't seem to be anything there.

There isn't always something there.

At some point there could be something there.

You might find a dead body in the gazebo. Keep going back.

What do I do with the pansies I picked from the flower bed? Should I give them to someone?

That sounds like a nice idea!

It won't do any good, though, as there ARE NO pansies in this game!

Yes, that's right. You got hooked again!

This is another phony question!

The horse is not very friendly! In fact he's downright mean!

He's an old horse. You have to forgive him.

The horse won't bother you if you don't bother him.

Well...I take that back. You MIGHT want that lantern that's hanging in the stall behind him. You'll need to make friends with him to be able to do that.

At some point (if you do things correctly) you can enter Celie's cabin. You can find a carrot there. Give it to the horse. After that, he will not hurt you anymore and you can get the lantern.

I see the lantern, but I can't get to it!

Look at the question above.

Take the carrot from inside Celie's house and give it to the horse. The horse will no longer kick you when you enter his stall.

What's with the old swing?

It's just an old swing, that's all.

It's just part of the scenery. Don't worry about it.

I think there's something important in the wall safe! How can I open it?

That and a dime will buy you a cup of coffee!

What safe? Is there a safe in this game?

I don't think so!

I caught you again!

This is a fake question! There IS no safe!

I want to go into the playhouse but it's locked!

It won't always be locked.

Go back again. At some point you will be able to enter it.

Keep trying. There are a couple of times when you will be able to enter the playhouse.

I've noticed there's a second-level porch on the front of the mansion. Can I ever get to it?

No.

There's no need for you to go there. It's just part of the scenery.

I see a fountain in the hedge garden. Is there anything special with it?

Not that I know of!

You might find three coins in it. No! Just kidding!

The fountain is a decoy. What you're REALLY interested in is the statue.

How can I get into the locked tool shed?

Break down the door with your bare hands?

I didn't see a tool shed, did you?

I don't think there's a tool shed anywhere on this property!

You just got caught again! Yes...this is a phony question!

The cellar door is locked. I want to go in there!

Be patient. At some point you can.

The cellar door will be unlocked at the end of the second act. At that time you can enter the cellar.

I don't see anything special in the chapel.

Did you look very carefully? Did you walk all around it?

There is a loose floorboard that you can find; but you need the crowbar.

Pry up the loose floorboard with the crowbar. You can find something in there.

I see chickens in the chicken coop by Celie's house. Can I do anything with them?

Nope.

Speaking of Celie's house, it's locked. How do I get in it?

You can't just go around walking into people's houses uninvited!

You have to be invited in first.

You have to make friends with Celie in order to be invited into her house.

Celie has lost something she treasures. Find it and return it to her.

During and after the third act, you can find something of Celie's in the doghouse. Return it to her. She will be so grateful she'll invite you into her house.

How do I go across the broken bridge in the swamp? I think there's something over there.

Nope. There's nothing there.

You will only die trying. Leave the bridge alone.

I saw a ghost in the cemetery! What does it want? What do I do with it?

Did you make friends with Celie yet? If you did she may give you a clue about who the ghost might be.

Celie will tell you a sad story about the first inhabitants of the plantation. She will give you an indication of who the ghost might be. However, there's nothing you can do for, or with, the ghost.

I can't find anything to do in the cemetery!

What do you want to do?!

Actually, there IS something you can do in the cemetery, but you have to use a roundabout way of doing it.

There is something you want in the Crouton tomb.

There is something in the Crouton tomb; however, you can't enter the tomb from the cemetery. You have to enter the tomb from another place.

There is an underground passage you can discover that will lead into the Crouton tomb. (Look at the question about the "statues.")

I would like to ring the bell in the bell tower but I can't reach the rope!

You need to get taller!

You can find something to extend your reach.

In the third act you can find something in a secret passage that will help to extend your reach.

In the third act you can find a cane in a secret passage that will help to extend your reach. (Look at the question about the secret passages.)

I climbed the ladder up the side of the beli tower but I can't see anything to do up there!

Notice that the bell is rusty?

Oil the bell.

What do I do with the cookies I found in the cookie jar?

Mmmmmmmmmm! Cookies sound good! What kind of cookies are they?

Are they chocolate chip?! Mmmmmmmmmmm!

Well, you've probably guessed by now that there are no cookies in this game. Maybe in the next game, but not this one.

I found an oilcan! Now...what do I do with it?

Look for anything that's rusty.

There are two things that are rusty.

The bell is rusty and the suit of armor is rusty. "Oil" them.

I see some old sugar cane fields on the other side of a wooden fence. How do I get into those fields?

You can't.

There is no reason for you to go into the old sugar cane fields. They are just part of the scenery.

What is there to DO in the rose garden besides smell the roses?

Later in the game you could find something there.

At some point you could find a dead body in the rose garden.

I can't find anything to do in the hedge garden.

Do you see anything interesting with the statue? Look all around it.

Walk closer and look carefully at the base of the statue.

Go to the front of the statue and type "look statue." Attach the valve handle (which you can get from inside the visor of the armor) to the shaft. Turn the handle. This will unlock the statue which will then be able to turn, also.

I found a trapdoor that leads underground! Now...how can I enter it? Everytime I try I fall down the stairs and kill myself!

Those are steep, dark, rickety stairs! You need a source of light to help guide you down those dangerous steps.

Did you notice the lantern in the stable? You need to get it.

Once you've gotten the lantern, you need to find a way to "light" it. (However, you won't be able to light it until the seventh act.)

I found an old Bible and read what was in it. What does all that stuff have to do with the current mystery?

It doesn't. At least it doesn't have anything to do with the mystery of the MURDERS. It has its OWN mystery.

The Bible gives a history of the people who lived on the old plantation during the Civil War. It also has to do with another mystery...the mystery of the missing jewels.

Walk Through By Act

Before proceeding with the questions concerning the specific acts, it's important to understand how they work. The game is divided into eight "acts." Each act is broken down into four "must do's." (A "must do" refers to something a player MUST DO to move the story, and thus the acts, along.) The game "begins" at 7:00 p.m. according to the grandfather clock in the downstairs hallway. Each time the player completes a "must do" (which may be nothing more than observing a character, or characters, in a particular place, or room) the "clock" moves forward fifteen minutes. Therefore, after completing four "must do's" the time will then be 8:00 p.m. and Act II will begin. Each act, except for the first one, will begin with a murder. This will continue on through the eight acts. That is how time, and the acts, proceed. The player is actually "causing" the story to progress by exploring and observing events.

Act I

All the other characters seem to ignore me! How can I communicate with them?

Talk to them. Ask them about things. Tell them about things.

Type in "talk to (whoever)," or "ask (whoever) about (whatever or whoever)," or "tell (whoever) about (whatever or whoever)." In most cases you will get some sort of feedback.

I want to "spy" on the other characters. Is there a way to do this?

Yes, there is.

Did you notice the large pictures on some of the mansion's walls? Did you notice how hollow the eyes looked?

There are secret rooms located behind those large pictures. You can look through "spyholes" in those rooms.

I noticed Wilbur reading a magazine in the library. I want that magazine but he won't let me have it!

Why would you think you could get it? It's not yours!

Actually, you can never "get" it, but there is a point when you can "read" it. Not until the third act, though.

Celie's not very nice to me! What did I do wrong?

You didn't do anything wrong. She just doesn't know you or trust you...yet.

There is a point when you can make friends with Celie.

Celie has lost something important. If you find it and give it back to her, she will be nice to you.

Celie has lost her healing necklace. The dog has found it. YOU can find it in the doghouse from the third act on. Give it back to Celie. She will be grateful and will open up to you.

Is the Colonel always such a grouch? Or is it me?

It's not you. He's just an old sorehead.

There's not much you can do to make friends with him. You may discover he does have a softer side to him, however.

What's with Jeeves? Why won't he talk to me?

Jeeves doesn't talk much with anybody!

Jeeves likes to keep to himself. However, you may notice that he HAS made friends with someone!

Rudy told me about his affair with Ethel. Is that important to know?

Rudy told you WHAT?! You're pulling my leg! I can't imagine Rudy and Ethel together!

In fact it's so impossible to imagine I don't think it ever occurred.

Therefore, this must be a phony question!

I'm confused about the dog. Am I supposed to do something with him?

Not right away.

Starting from the third act there IS something you should do with the dog.

The dog would probably like a bone.

Find a bone in the icebox and "throw" it to the dog in the third, fourth, or fifth acts. "Throwing" the bone will entice the dog out of his doghouse. At that point you can look in the doghouse and find something you need.

Lillian is supposed to be my friend but she doesn't seem to want to be with me!

She encouraged you to explore. Follow her suggestion.

Don't worry about Lillian. She'll be all right without you. She's got other things on her mind. Just explore the place like she told you to do.

I overheard some very interesting stuff! What do I do with this information?

You have a notebook, don't you? Use it.

If you SEE anything, HEAR anything, PICK UP anything, or FIND anything interesting, take note of it. A good detective always takes notes.

I discovered a key in the Colonel's room but he won't let me take it!

You can't take the key while he's in the room. You'll have to wait until he's not there.

Keep visiting his room. Eventually he won't be in his room. At that time you can take the key.

Ethel has a white thing in her hand. What is it?

It's a white hanky.

Act II

I found Gertie's dead body! Now what do I do?

There's nothing you can do with her.

Just observe how she was killed. Try to determine the circumstances of her death.

I walked away from Gertie's body and when I came back it was gone! Where is it? Who moved it?

The murderer removes the bodies after you discover them. The bodies are hidden in a particular place.

You can discover the hiding place of the bodies toward the end of the game.

Well, if you MUST know...the bodies are hidden in the basement. The murderer has hidden them there.

What do I do with the white hanky I found on the floor in the upstairs hallway?

The hanky was dropped by someone outside Gertie's door. Have you noticed anyone with a hanky?

Both Ethel and Fifi are seen at the beginning of the game with a hanky. The dropped hanky makes it look like one of them could be the killer.

There is nothing special you can see about the hanky with the naked eye. However, upon looking at it through the monocle you can identify some markings in the embroidery. The markings indicate the owner of the hanky.

I think there's something inside the violin! How do I get it out?

Play a tune?

I give up! How DO you get it out?

Since you know more about the violin than I do, I thought YOU knew!

There IS no violin! This is another trick question!

I smell cigar smoke! Is this significant?

It very well could be. Have you seen anyone smoking a cigar?

Both Clarence and the Colonel smoke cigars. That would indicate one of them was at the scene of the crime at some point.

The smell of cigar smoke at the crime site indicates that perhaps either Clarence or the Colonel could be guilty of Gertie's murder.

I try to "follow" the other characters but sometimes they disappear so fast I don't know where they went!

Sometimes we don't WANT you to know where they went!

Or, perhaps you're not fast enough.

There are some times when you can follow characters and some times when you can't. It would be very difficult and tedious to ALWAYS be able to follow the characters around.

I'm beginning to know the other characters a little more and to understand their relationships with each other. How important is this stuff I'm learning about them?

Very important! How could you understand the story without understanding the characters?

Since this is a STORY as much as a GAME it is important to know and understand the characters and their relationships. By understanding them, you can begin to unravel the mystery behind the murders.

I don't know who I can trust and who I can't!

The only way you can begin to know who can help you or who can hurt you is by getting to know the characters. "Talk" to them a lot. "Ask" lots of questions. Find out as much as you can about what's going on. In this way you can begin to understand the various personalities and to unravel the mystery.

I found some crackers. Are these for the parrot?

Yes. He will reward you with an interesting tidbit of information after eating a cracker.

Yes, feed the crackers to the parrot. However, DON'T give the parrot more than one cracker per act. The parrot will only say interesting things ONE TIME per act. If you feed all or most of the crackers to the parrot in one act, you will miss most of the bird's interesting comments.

Is there a clue in the sheet music I found?

Do you mean the sheet music in KING'S QUEST IV?

There's no sheet music in THIS game!

Let's go on to another question, shall we? This is getting tedious.

I finally made it into the cellar, but didn't see anything special.

Did you look carefully around the room? Did you notice it was Jeeves' room?

There is something you can "get" in Jeeves' room.

There are some crackers you can get in Jeeves' room.

Act III

I think something terrible has happened to Wilbur! Am I right?!

You sure are! He's been murdered!

You can find Wilbur's body in either the stable or the chapel.

Find Wilbur's body in either the stable or the chapel. Search it carefully. Upon his body you will find his monocle. Take it.

What do I do with the monocle?

A monocle is a one-eyed eyeglass. Is there anything that it reminds you of?

A monocle could remind one of a magnifying glass.

Use the monocle like a magnifying glass. Some objects may require closer inspection to reveal more information about them. As an example, type "look at the hanky with the monocle."

What's so important about Wilbur's reading a racehorse magazine?

The racehorse magazine has something to do with a subplot.

There is a subplot concerning Clarence and Wilbur with a racehorse scam. You can find out more about this by eavesdropping and/or asking questions of the other characters.

I took the fireplace poker but don't know what to do with it? Should I use it as a weapon?

You don't need any weapons. At least not until the very end of the game. At that time a "weapon" will become available to you.

You will not actually USE the fireplace poker. By examining it more closely you will find out more information about it.

Examine the poker with the monocle. You will learn more information about it.

Everybody seems to have a motive to kill somebody else! How will I EVER sort out the real truth?

THAT'S the whole POINT of this game! You're SUPPOSED to sort it out!

In order to get a ranking of "Super Sleuth" you need to sort out the truth. Take notes. Ask questions. Observe everything. Spy on people. Pick up clues. Think like a detective.

I noticed Lillian in the playhouse. She was acting REAL strange with some dolls!

Hmmmmmm. Very interesting. I wonder what that could mean?

Do you think Lillian could be a little crazy?

Maybe so. That's up to you to determine. Keep an eye on her. "Ask" everybody about her. You might get more information.

I have seen Rudy accosting Fifi a couple of times. Should I take note of this?

You should take note of EVERYTHING!

Almost everything you SEE or HEAR is a clue to something. Take notes on anything you think could be of any importance at all.

The fact that Rudy accosts Fifi tells you something about Rudy's personality. The fact that she doesn't like him lets you know more about her. It all helps you to assess the events transpiring around you.

I found a cane in a secret passage. I think the Colonel is sneaking around! Am I right?

You could be right. That's up to you to determine.

As the game progresses and you discover more things, it will become obvious that another person, or persons, are also using the secret passages along with yourself.

It would seem that the Colonel IS using the secret passages along with yourself. Could anybody else be using them, too?

I think I found something that belongs to Celie. What should I do with it?

If it belongs to Celie, then what SHOULD you do with it?!

If it belongs to Celie then give it back to her! You could gain her trust and friendship that way. It would be nice to have a friend!

What do I do with the ring I found in the bowl of fruit?

It depends. What kind of ring is it?

You don't know?! Oh...I don't think there's a ring in this game at all!

I think you just fell for another phony question...silly!

Celie's in her house now, but she won't let me in! How can I enter her house?

Be nice to her. Give her something she wants.

Celie has lost something. She would like it back.

Sometimes the dog finds things around the house or property. If you search his doghouse you might find something Celie has lost. Return it to her.

I want to look in the doghouse but the dog's in the way! How do I get him out of there?

He has to be enticed to come out.

Did you find a bone in the icebox?

Beauregard would like a bone. But don't GIVE it to him while he's in the doghouse! Instead, type "throw the bone." Laura will toss the bone away from the doghouse enticing the dog to come out after it. While he is out of the doghouse, look inside it.

Ethel's such an awful drunk! Can, or should, I do anything for her?

There's nothing you can do for her. She's her own worst enemy.

Observe Ethel, try to "talk" to her. You may find out more about her.

Act IV

What can I do with Gloria's body?

Nothing much.

Just observe how she died. There is nothing you can find on her body.

(In case you didn't REALLY discover Gloria's body, you can find it in either the well or the gazebo.)

I found a piece of broken record in the billiard room. Can I do anything with it?

Well, yes. Sort of.

There are a couple of fingerprints on the broken record.

If you look at the broken record with the monocle you can see the fingerprints closer up. (There are other objects with fingerprints that you can see with the monocle. By looking at all the fingerprints you can match them, and begin to determine whose fingerprints are whose.)

A note about fingerprints. You will discover fingerprints made by two people. The fingerprints made by one of the people can be accounted for (if you had watched closely you would have noticed that person touching those objects, or at least being in the vicinity to have been able to touch those objects in an innocent way). However, the OTHER person's fingerprint can't be accounted for so easily since you never saw that person around the particular area where the fingerprint was found.

Why was Lillian looking in the Colonel's weapons cabinet?

That's a good question. Further in the game you might get an answer to that.

Later in the game you will notice that a particular weapon is missing from the weapons cabinet. Lillian could have taken it. If so...why?

This is just a clue to Lillian's personality and actions. Observing her looking in the weapons cabinet is supposed to raise this question. It's supposed to make her look suspicious. Things you will observe later will help to bring all of this into perspective.

Am I seeing things? Did the cognac decanter move to a new room?

No, you're not seeing things; and yes, the cognac decanter moved to a new room.

At the beginning of the game you would have noticed the cognac decanter in the parlor. Around the third act you would have noticed it moved to Fifi's room. Who moved it, and why? No one knows for sure. That's one of the little mysteries. Observing all of these things will help to bring everything into perspective later.

Aha! I found a cigar butt in a secret passage! Now I'm POSITIVE someone else is using them besides myself!

You're so smart! You're right!

Now, the question is: Who could that person be?

It could be the Colonel, or it could be Clarence, since both of them smoke a cigar.

Look closely at the cigar butt; show it to the other characters. Whose cigar butt is it? Is it the Colonel's, or Clarence's? Determining whose cigar butt it is will help you to determine who is also using the secret passages besides yourself. Now, as to WHY that person is doing it is another question that may not be answered until the end of the game.

I've noticed that Clarence and Rudy REALLY don't like each other! I'm confused about why, though.

If you don't know WHY then you're not observing things closely enough.

You need to do some eavesdropping on Clarence and Rudy to figure out WHY they don't like each other.

Eavesdrop on Clarence and Rudy from a secret passage. You'll observe them in a verbal argument. The argument is part of a subplot that serves to make both of them look suspicious about certain things and to help you understand both of them a little better.

Gertie just told me to beware of Clarence! Should I listen to her?

That seems odd since Gertie's DEAD!

Could it have been her GHOST talking to you?!

Or...maybe it was just your imagination. Maybe she didn't really talk to you at all!

Or...maybe this is a phony question. Do you think so?

I befriended Celie and she told me some pretty interesting stuff...especially about a treasure! Does the treasure exist? Where is it?

Yes, the treasure exists.

The treasure is hidden in a tomb in the cemetery.

You need to discover an underground passage in another area to be able to enter the tomb.

The entrance to the underground passage is to be found in the hedge garden.

Jeeves seems to be carpet sweeping some "evidence" off the floors. Could that be an admission of guilt?

Maybe, or maybe not. You need to observe many things to eventually learn the answers to these questions.

Keep your eye on Jeeves. Try to follow him around. Try to talk to him. Does he behave in a suspicious manner? Does he seem to be in suspicious places at suspicious times?

Maybe Jeeves is just cleaning up. Maybe it's part of his normal routine. He might not be guilty of any wrongdoing. You can only know for sure by observing him.

Is there something going on between Fifi and Jeeves?

Do you mean...do they LIKE each other a lot?!

It would seem that Fifi and Jeeves ARE attracted to each other!

Perhaps Jeeves and Fifi ARE having an affair. If so, who, besides yourself, would know about it? Would that knowledge, if it exists, have anything to do with the murders?

I finally got the lantern! Now, how do I light it?

You need to find something to light it with.

You won't be able to find anything to light the lantern with until the seventh act.

You will be able to find some matches in the seventh act.

The matches will be on Clarence's body in the seventh act.

Act V

I've found Ethel's body! What can I do with it?

Just observe how she died.

There's nothing you can find on Ethel's body.

For the life of me I can't figure out what to do with the rolling pin I found!

You're not planning on doing any baking any time soon, are ya?

Just kidding! Do you think the rolling pin could be a murder weapon? There is a way to know for sure.

Examine the rolling pin with the monocle. You will discover more information about it.

I saw a muddy bootprint! Does the murderer wear boots when doing his or her dirty deeds?

It's entirely possible. What do you think?

You might want to know more about the boots that the murderer may be wearing.

Have you seen the boots in the attic? Did you notice anything special about them?

Look at the muddy bootprint with the monocle. Do you see anything interesting? Do you think there could be a link between the boots in the attic and the muddy bootprint?

I have noticed a "shadowy" character here and there around the property and house. How can I see this character better? Is this the murderer?

Do you think most people sneak around in the darkness unless they're up to no good?!

I should think it would be a good guess to assume that the shadowy character IS a murderer.

There will come a time when you THINK you see the shadowy character close up. At that time, you still won't know for sure if he or she IS the shadowy character. It won't be until the very end of the game that you will know.

I feel terrible about all the murders that are taking place! Is there anything I can do to stop them?

Not really.

If the question is...can you SAVE anybody?...the answer is "no." The murders will continue and the mystery will deepen. However, at the very end of the game, there IS a life that you can save.

This game is a story, and the story must continue. You cannot save anyone's life until the very end of the game. At that point, it's possible for you to save an innocent life and bring someone to justice.

I found a dead body hanging from a tree! Should I just leave it alone?

Ugh! Sounds gruesome!

I wouldn't want to touch a dead body, would you?

Actually, I don't recall a dead body hanging from a tree. Are you sure you're not thinking of another game?

Since there is no dead body hanging from a tree, we'll not worry about it. Let's go on with the game, shall we?

What is the importance of the smell of perfume in the secret passage? Now I'm really confused about who may be using them besides myself!

Obviously, the smell of perfume is VERY important. Have you noticed anyone putting perfume on themselves in the game?

This may indicate that possibly more than one other person is using the secret passages besides yourself.

You can observe both Lillian and Fifi putting perfume on themselves at different points in the game.

This would indicate that either Fifi or Lillian could be using the secret passages.

Act VI

Oh, dear! Now Jeeves and Fifi have been murdered! Is there anything I can do with their bodies?

Not as far as I know.

Just observe how they were killed. Are there any clues lying around?

There aren't many people left alive! Obviously, one of them is the killer but I'm STILL confused!

And well you should be! At this point in the game it's almost impossible to really know who could be committing the murders.

The best thing you can do is to keep observing everything closely, take notes, pick up clues, talk to the other characters, and try to figure things out. If you do everything correctly, when the time comes for information to be revealed to you, it will be done, and you will understand it.

I think someone's trying to scare me with this halloween mask! What should I do about it?!

That sounds like a movie I saw!

Are you sure you're not thinking about a movie?

I don't see a reference to a halloween mask in my design document. Are you sure about this?

Okay! I gotcha! This is another trick question! Now, quit reading these answers!!

Is there a pattern with the Colonel's disappearances from his room? Should I be suspicious about this?

Sounds suspicious to me!

You're right. There IS a pattern to the Colonel's disappearances. Have you noticed WHEN he disappears?

The Colonel disappears before another murder occurs. That certainly seems suspicious!

However, that doesn't prove that the Colonel is the killer. It just proves that he's disappearing before a murder occurs. It could be completely innocent and coincidental. It's up to you to figure out WHY the Colonel is leaving and where he's going.

I'm confused about how Jeeves and Fifi died. It appears that they were poisoned but I have no proof!

Look at the cognac decanter. Notice anything unusual about it?

If you "look" at the cognac decanter after Fifi and Jeeves' deaths, you will notice a white residue at the bottom of the decanter. (You can also examine the decanter with the monocle and see fingerprints.)

Obviously, something was put into the cognac decanter. What was it? You can find the answer by looking into the wastepaper basket in the bathroom.

By using the monocle I have been able to see fingerprints on various objects. How do I know whose prints they are, and will this knowledge lead me to the killer?

There is a way to determine whose prints are whose. You need to "match" unknown fingerprints with known fingerprints.

You can find fingerprints from only TWO people. First of all, you need to find a fingerprint on an object that you KNOW a particular person touched. That way you know whose fingerprint it is. If you see that same fingerprint on another object that you are NOT SURE he or she touched then you can match it and know that this person DID touch that object even though you never saw them touch the object or have no other proof that he or she was even in the vicinity to do so.

You can use the matching of fingerprints to attempt to deduce who touched what object, and in which areas that person had been even though you never actually SAW that person there. It can help to establish guilt.

I think there's something important in Lillian's suitcase! How can I open it?

Eventually you will be able to open her suitcase.

You will not be able to open Lillian's suitcase until the seventh act.

During the seventh act you will be able to open Lillian's suitcase and you WILL discover something very important!

I see a big map on the wall. Is there a clue on it?

Not that I know of!

I don't even think there's a map!

That's right! You just stepped right into...

...another fake question!

Celie won't talk to me anymore! I thought she liked me! Did I do something wrong?

No. She's just getting scared.

I don't think she trusts ANYONE at this point...even you!

Don't worry about Celie at this point. Just worry about everyone else.

I think there's something missing from the weapons cabinet! Am I right?

Yep.

There certainly IS something missing. Did you take note of what weapons were in the weapons cabinet? If you did then you should know which one is missing.

Okay, since you didn't take note of the weapons in the weapons cabinet, I guess I'll just have to tell you! The dagger is missing.

Act VII

Oh, no!! Now it's Clarence's turn to die! Should I do anything with his body?

Search it. You might find something important.

You can find something you need on his body.

You can find some matches on his body when you "search" it.

And speaking of dead bodies...where are they going?

I assume you're referring to...where do they go after you've seen them ONCE and then never see them again? If so, I don't know if I should tell you.

Okay, you talked me into it! They are all hidden in the same place.

You want to know more?! How about...they're all hidden in the basement. Does that make you happy?

A black cat crossed my path! Does that mean I may be the next victim?

You're not superstitious, are you?

Come to think of it...how did a black cat get on this island? I don't recall designing one in!

Maybe I didn't. Maybe you're just pulling my leg!

I'm getting darn tired of catching you reading these fake questions! Will you just get back to the game!

I think I know who the murderer is! Give me a clue to let me know if I'm right!

I don't know if I want to do that! That would be like giving away the entire story!

Okaaay...if you insist. If you think Lillian is the murderer, you're MOSTLY right.

MOSTLY right?! Yep!

Maybe there's MORE than ONE killer! NOW what do you think?!

The derringer is missing from the study! Who took it?

That's up to YOU to figure out!

Actually, it won't be very long before you DO figure out who took it.

You will find the derringer in the eighth act. It will be pretty easy to find. At that time, it will be obvious who took it.

Lillian took the derringer. You will be able to find both her AND the derringer in the eighth act. At that time YOU will be able to take the derringer.

Is Lillian's diary as incriminating for her as it seems?

It would seem so!

I think you're interpreting the diary exactly right!

The diary will reveal some important information about Lillian that would seem to point the guilty finger at her. That would appear to be a correct assumption.

Act VIII

I'm really confused! Now LILLIAN'S dead!! What's going on around here?!

(Chuckle!) I'm glad to hear you're confused. You thought you knew all the answers, didn't you?

If you thought Lillian was the murderer, then you were MOSTLY right. Yes...MOSTLY right!

There is MORE to the story which you will soon discover. Keep playing the game. Oh, and by the way, there are some things you can find on and around Lillian's body. You should be able to find the derringer, a skeleton key, and a bullet.

What's with the disguise Lillian's wearing?

The disguise looks pretty incriminating, doesn't it?

It looks incriminating because it IS incriminating! Lillian was doing some pretty dastardly stuff!

However, the game is not over...there is MORE to the story! Keep playing.

I found the derringer near Lillian's body but it's not loaded! Are there any bullets anywhere?

Yes, there is. Did you look very carefully around the area where you found Lillian's body?

There is a bullet to be found in the hedge garden near Lillian's body. Search the area very carefully.

I found all the dead bodies in the basement! Where do I go from here? Is there anything I can do in the basement?

Yep. There's more to do in the basement than observe the dead bodies. And, no, there's nothing you can do with the dead bodies.

Look at the basement wall. Do you see anything?

You will notice a metal plate on the wall. Look at the metal plate.

You will see a hole in the metal plate on the wall. If you have the crank, you can stick it in the hole. "Turn" the crank. You will discover another hidden passage.

I found myself inside a tomb where I see some vaults in the walls! I want to open the vaults, but I can't! Help!

You need to pry open the vaults.

You need something to pry open the vaults with!

You need the crowbar. If you don't have the crowbar, you can find it in the carriage house.

What is the meaning of the message written on the parlor wall?

You mean the message written in blood! Nyeh, eh, eh!!

Oh, come on!! There is no message on the parlor wall!

Quit falling for these phony questions!

I see a struggle going on between Rudy and the Colonel in the attic! I feel that one of them is a guilty party, but I don't know who! What should I do?!

I hope you have the LOADED derringer!

If you have the LOADED derringer you should shoot one of them.

If you have been a good detective you should have a pretty good idea who the guilty party IS.

The Colonel died at the end of the game and Rudy told me "the whole story." How do I know that he's telling me the truth?

You don't...really.

If you're kind of left with a nagging feeling that he might not have told you the truth, then you could be right!

I don't think he was telling you the truth. Perhaps you should play again and do things differently this time!

Rudy got wounded at the end of the game and the Colonel told me "the whole story." How do I know that he's telling me the truth?

You should have a pretty good idea that he's telling you the truth.

The Colonel may not be "Mr. Personality," but he's no killer! He's telling you the truth.

I never did find the treasure! Where is it?

It's hidden in the cemetery.

It's hidden in the Crouton tomb.

You have to enter the tomb by way of the underground passage. The entrance to this passage is in the hedge garden.

After the End of the Game

CAUTION: Do not read this section until you have actually solved the game and seen the very end. Reading this section too soon will spoil the game for you if you have not completed it on your own.

Did you...

...befriend Celie by giving back her lost healing necklace?
...feed crackers to the parrot?
...throw a bone to the dog when he was in the doghouse?
...use the monocle as a magnifying glass to examine some objects close up?
...find the valve handle in the visor of the suit of armor?
...read the Bible in the chapel?
...read the newspaper in the attic?
...find the metal crank on the bell?
...discover the secret passages in the mansion?
...find the cane in a secret passage?
...find Celie's healing necklace in the doghouse?
...feed the carrot to the horse?
...find the matches to light the lantern?
...read Lillian's diary?
...find the elevator key in the Colonel's room?
...visit the attic?
...find the treasure in the Crouton tomb?
...discover the chute in the mansion?
...discover the basement?
...find the entrance to the underground passage from the hedge garden?
...spy on the other characters using spyholes in the secret passages?
...read the magazine Wilbur was reading?
...take a shower?
...see Rudy and Clarence fist fighting outside in the fourth act?
...try to sit on the swing?

...read Clarence's notebook?

...play the player piano?

...notice the old army clothes in the trunk in the attic?

...notice the weapons in the weapons cabinet in the study?

...see the tally marks on the chalkboard in the playhouse?

...see the ghost in the cemetery?

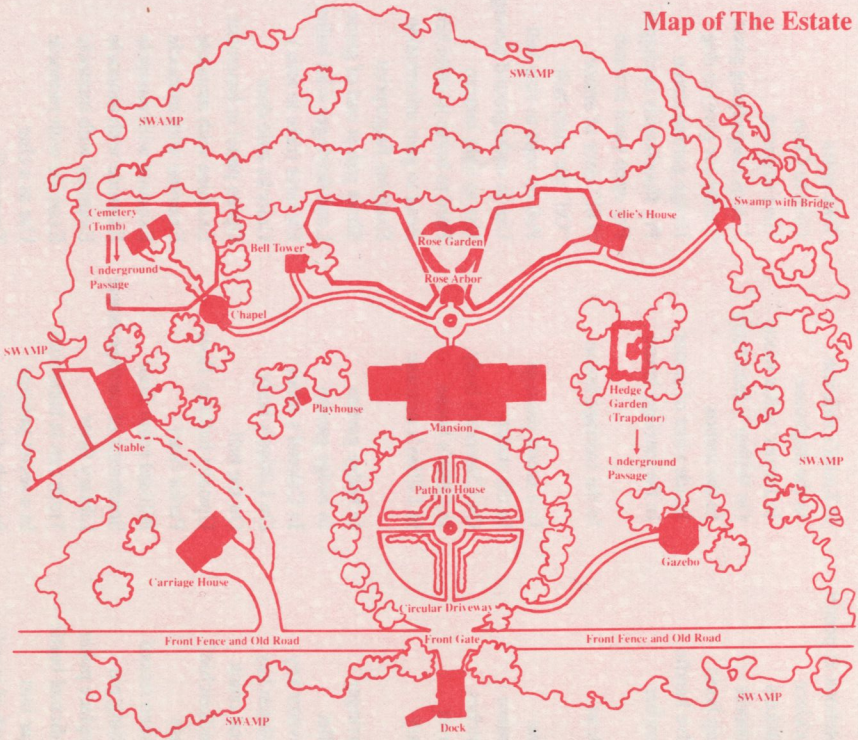
...shoot the Colonel at the end of the game?

...shoot Rudy at the end of the game?

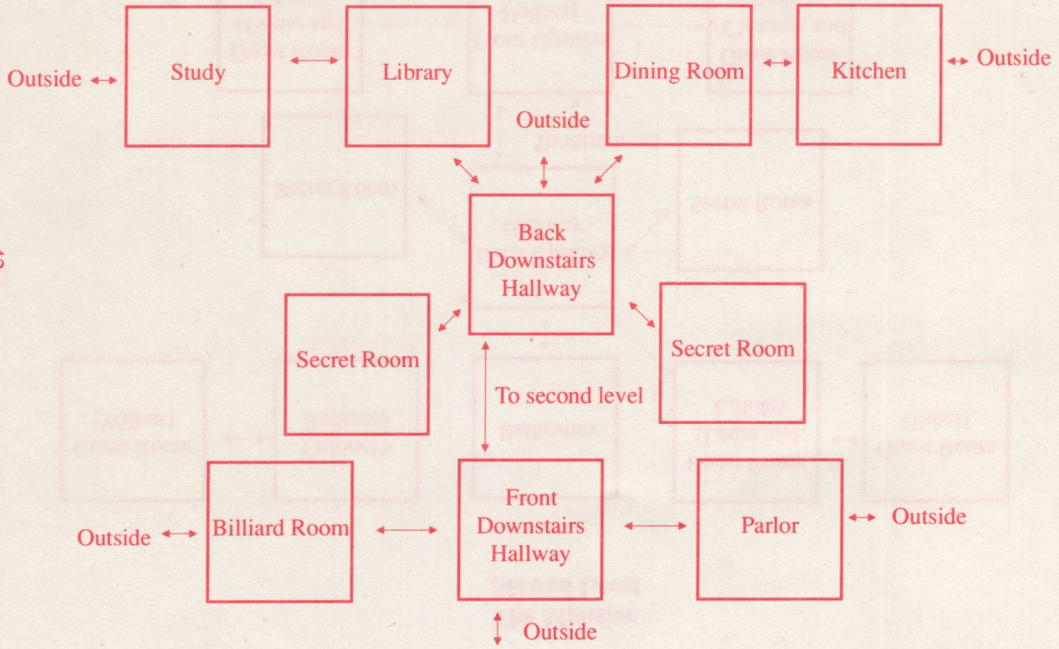
Location of All Objects

Objects	Where found	Where or how used
Notebook & pencil	In Laura's suitcase	Take notes
Necklace	In the doghouse	Give to Celie
Crackers	In Jeeves' cellar room	Give to parrot
Monocle	On Wilbur's dead body	Use as magnifying glass
Soup bone	In the icebox	Throw (or give) to dog
Valve handle	Inside visor of armor	Hedge garden statue
Crowbar	In the carriage house	Pry floorboards in chapel
		Pry open vault in tomb
Oilcan	In the carriage house	"Oil" visor of armor
		"Oil" the rusty bell
Cane	In a secret passage	Pull on rope to ring bell
Lantern	In the stable	Use in underground passage
Matches	On Clarence's body	Use to light lantern
Carrot	In Celie's house	Feed to horse to calm him
Diary	In Lillian's suitcase	Read to gain information
		Examine fingerprint
Derringer	In hedge garden	Shoot gun at end of game
Bullet	In hedge garden	Load derringer with bullet
Elevator key	In Colonel's room	Elevator (take to attic)
Skeleton key	On Lillian's body	Unlocks attic door
Metal crank	On the bell	Opens panel in basement
Handkerchief	Upstairs hallway floor	Examine with monocle
Glass	Parlor (bar)	Examine with monocle
Broken record	Billiard room floor	Examine with monocle
Rolling pin	Southwest of carriage house	Examine with monocle
Fireplace poker	Library floor	Examine with monocle
Medicinal bottle	Trash can in bathroom	Examine with monocle
Cigar butt	In a secret passage	Use as a clue
Pouch of jewels	In vault of tomb	Treasure!!

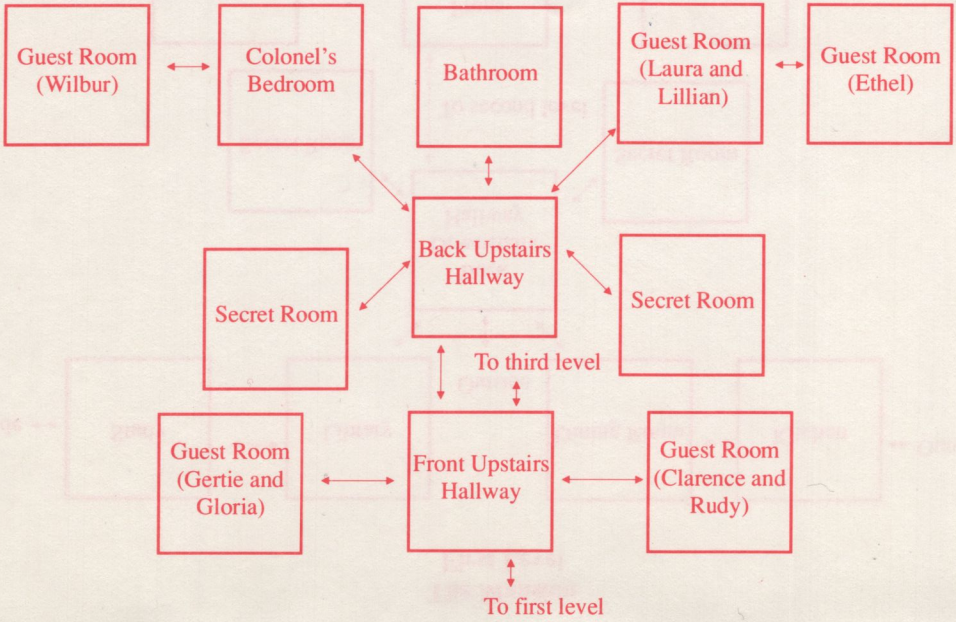
Map of The Estate



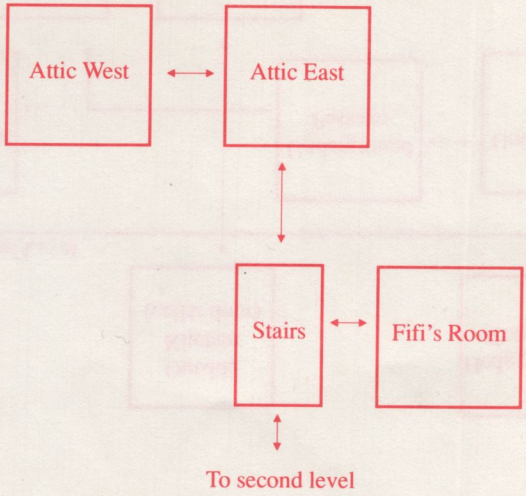
The Mansion
First Level



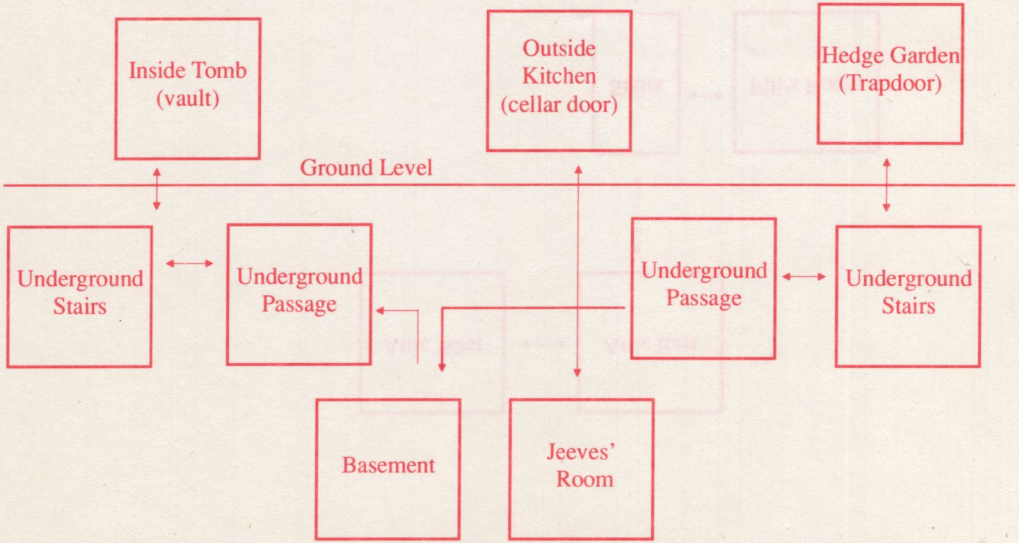
The Mansion
Second Level



The Mansion
Third Level



Below Ground



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